



Software

THE CRYSTAL ORB

instructions

for use with Commodore 64™ computers

#53001-3-1

THE CRYSTAL ORB

A K-TEK™ product for Commodore 64™ computers

Eons ago the lovely land of Perlain was warm, peaceful and prosperous. Dwelling there in a lonely castle was a once great magician who turned evil as his obsession with a marvelous crystal orb possessed him. Banished he was, but not before he entombed the beauty and spirit of Perlain and it's people within the orb, leaving a cold and barren land. As a novice player create your own character to seek the orb and break it's spell. Succeed and much of Mylor's great wealth is yours. Create a character to use in an ongoing "Dungeons and Dragons" or Advanced Dungeons and Dragons™ campaign.

To load this adventure, simply press SHIFT RUN, and STOP KEY to load. At prompt, press PLAY on cassette recorder. First load takes 3 minutes and 20 seconds with a blank blue screen. Get copyright screen. Second program will take from 5-10 minutes to load.

For the beginner unfamiliar with the following Dungeons and Dragons format please refer to the Dungeons and Dragons players handbook.

ENTER your character statistics as follows and press RETURN after each entry.

1. Which level (1 to 6)? Enter 1 (for lowest) to 6 (highest).
 2. What are your hit points? Enter the number of hit points your character has. He gets 1 to 10 for each level plus constitution bonus if he has a constitution of 15-18.
Constitution Bonus Points: (15 = +1 hit point per level) (16 = +2 hit points per level) (17 = +3 hit points per level) (18 = +4 hit points per level). EXAMPLE: Dirk the Jerk is a 4th level fighter with a constitution of 17. He rolls a 10 sided die 4 times and gets 9, 6, 6, 8 for a total of 29 hit points. With a constitution of 17 he also receives a +3 bonus for each of his four levels for a total of 12 bonus points. His combined total is 41 hit points.
 3. Which armor class (1 to 10)? Enter 1 (best) to 10 (worst). This entry is based upon what you're wearing etc. Refer to Dungeons and Dragons handbook.
 4. What are your weapon plusses? Only if you have a magic weapon can you enter weapon Plusses. If your weapon is not magic enter a zero here.
 5. What is your weapons max. vs. m. ? Enter the maximum amount of damage your weapon can do against a man-sized creature. This figure is found in Player's handbook.
 6. What is your weapons max. vs. l? Enter the maximum amount of damage your weapon will do against a large creature. Figure to be taken from the Player's handbook.
 7. What is your ST vs. PETRIFICATION. Enter your saving throw vs. petrification as follows: (if your level is 1 or 2 then enter 15) (if your level is 3 or 4 enter 14) (if your level is 5 or 6 enter 12). The last eight figures can be arrived at through different methods. We use the method of rolling four six-sided dice and totaling the highest three. EXAMPLE: a 3, 5, 4 and 1 are showing. The lowest roll (1) is thrown out leaving a total of 12.
 8. Your STR is what? Enter a number from 3 (worst) to 18 (best) for your strength.
 9. Your INT (3-18) is what? Enter a number from 3 (worst) to 18 (best) for your intelligence.
 10. Your WISD (3-18) is what? Enter a number from 3 (worst) to 18 (best) for your wisdom.
 11. Your CON (3-18) is what? Enter a number from 3 (worst) to 18 (best) for your constitution.
 12. Your DEXT (3-18) is what? Enter a number from 3 (worst) to 18 (best) for your dexterity.
 13. Your CHAR (3-18) is what? Enter a number from 3 (worst) to 18 (best) for your charisma.
- IF ALL YOUR INFORMATION WAS RECORDED PROPERLY type a Y and press RETURN and you may enter the dungeon of Mylor the Cruel

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